

FIG.1

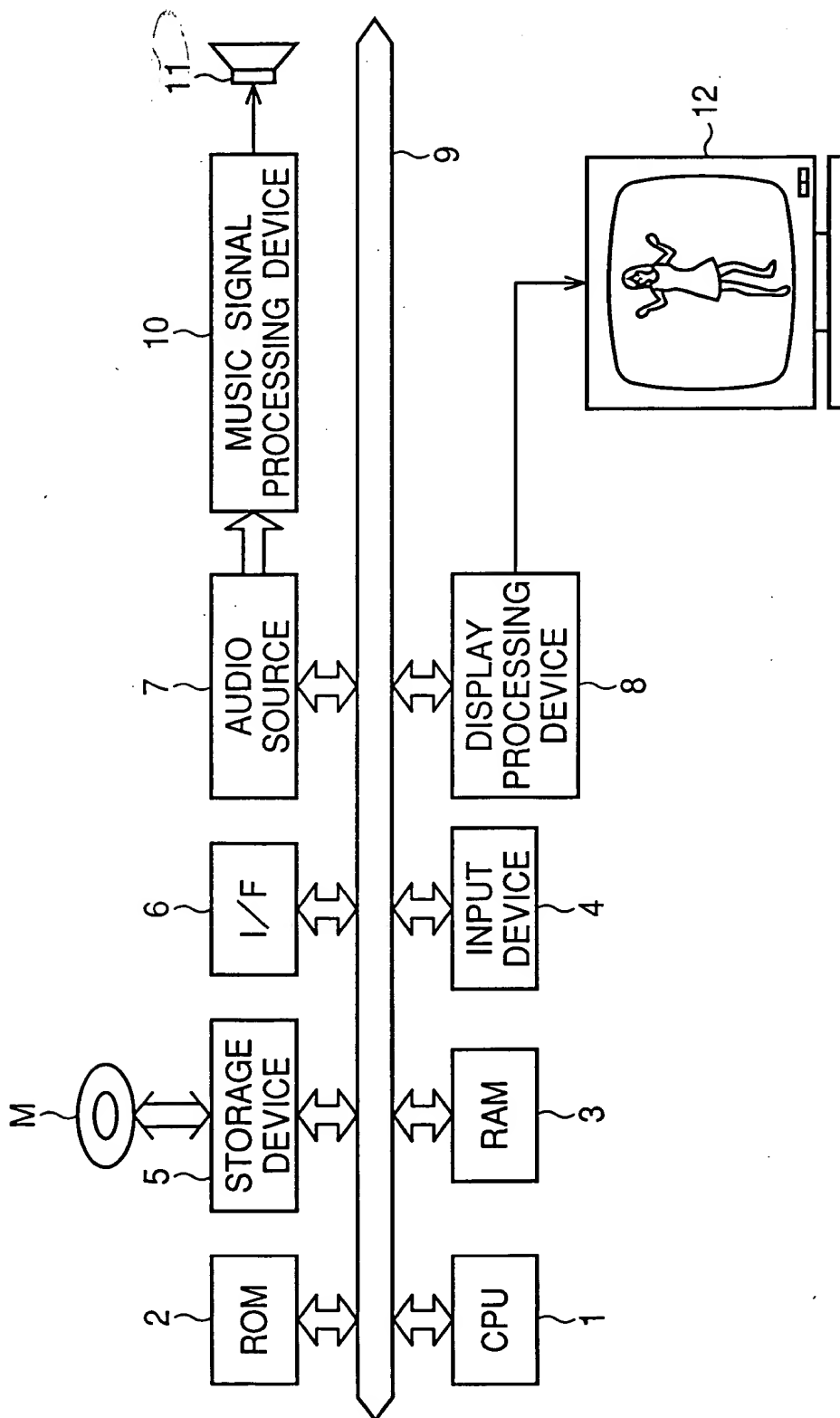


FIG.2

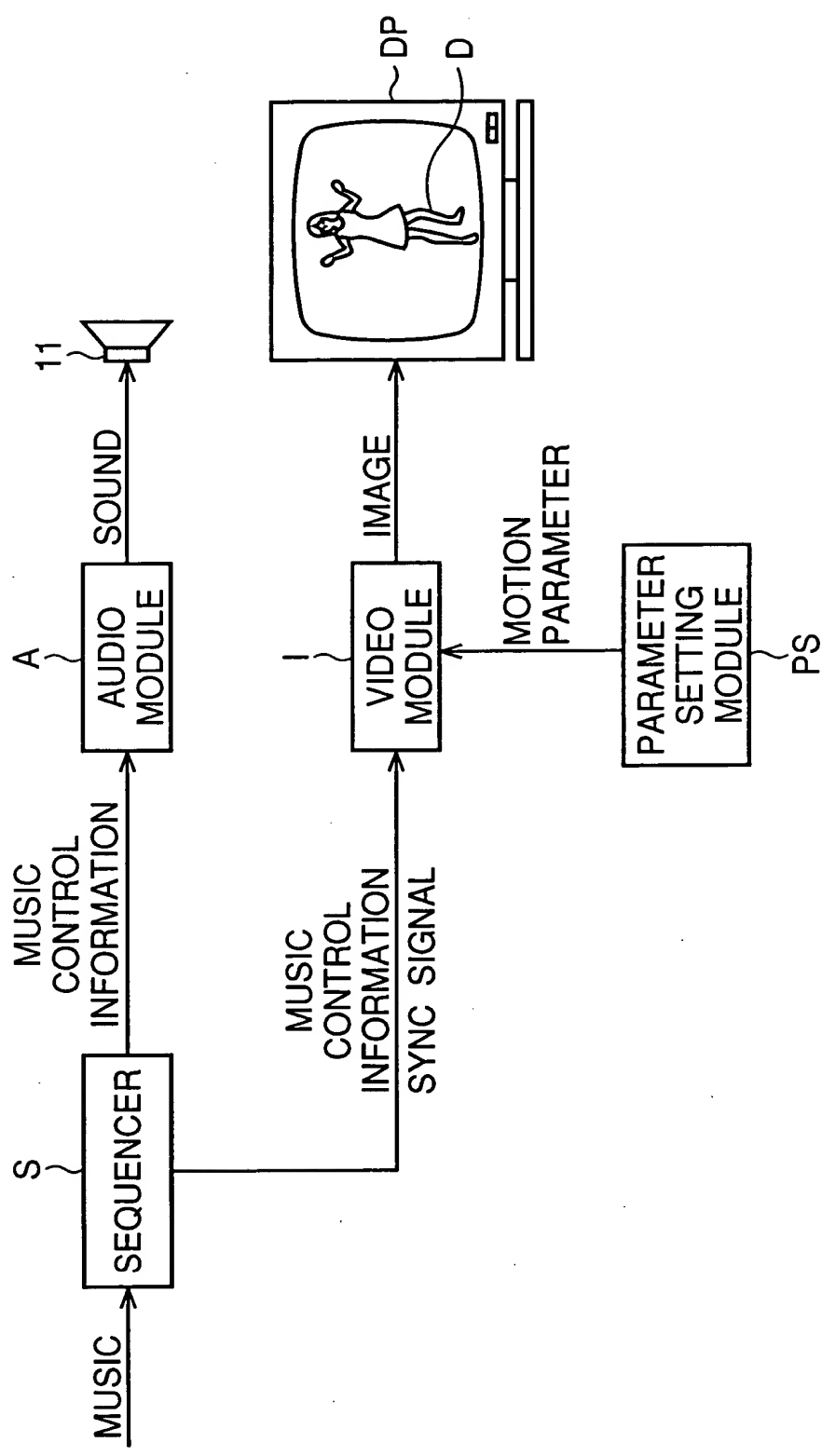


FIG.5

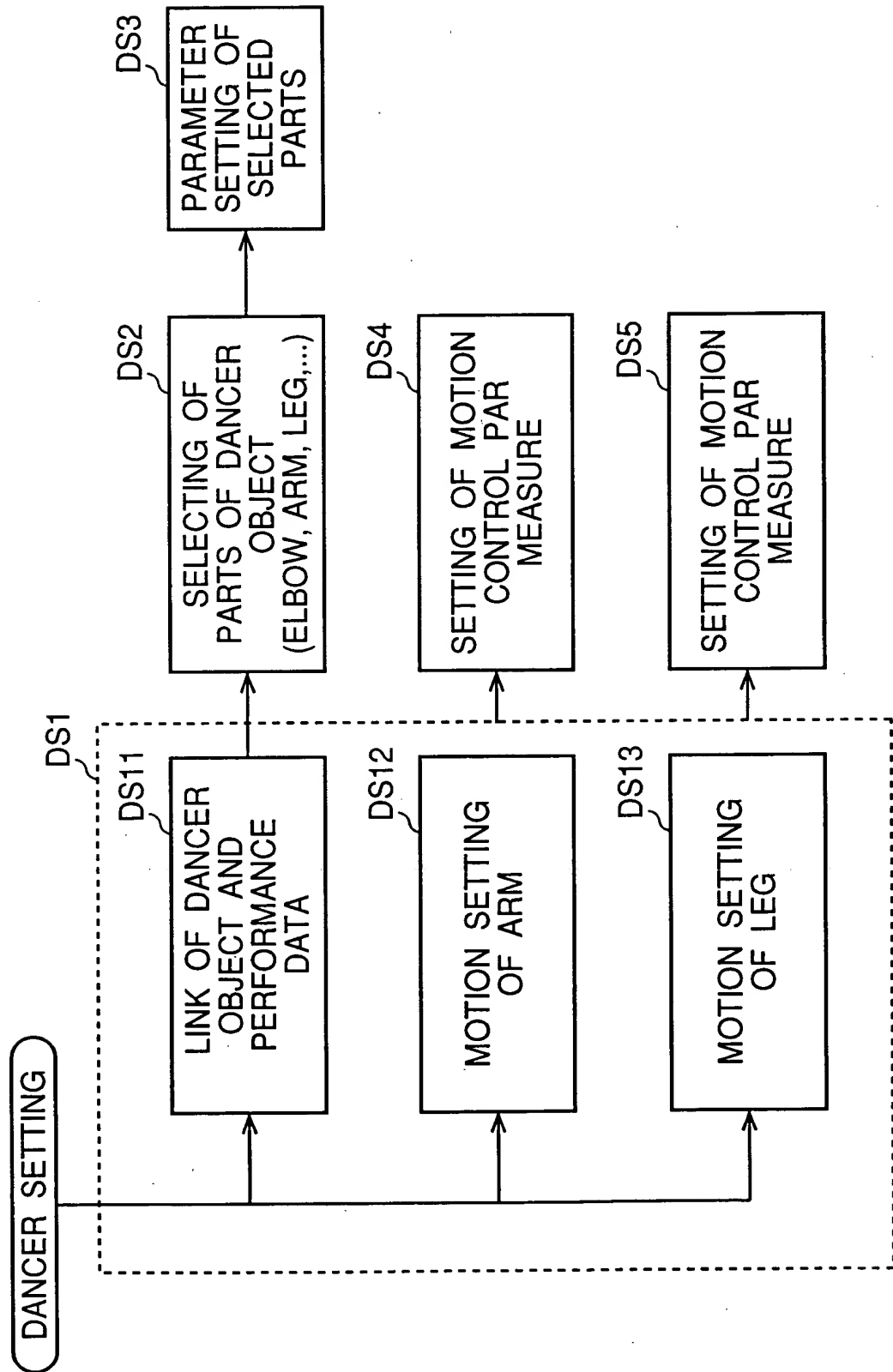


FIG.6

DANCER SETTING DIALOGUE

ITEMS

D3	D1	D2
DANCER3	DANCER1	DANCER2
DATA SELECT	DATA SELECT	DATA SELECT
MOTION SETTING OF ARM	MOTION SETTING OF ARM	MOTION SETTING OF ARM
MOTION SETTING OF LEG	MOTION SETTING OF LEG	MOTION SETTING OF LEG
<input checked="" type="checkbox"/> DISPLAY	<input checked="" type="checkbox"/> DISPLAY	<input checked="" type="checkbox"/> DISPLAY
<input type="checkbox"/> ROTATION	<input type="checkbox"/> ROTATION	<input type="checkbox"/> ROTATION

DB AB LB DC TC

NUMBER OF INTRODUCTION MEASURES

0

IMPORT SETTING SAVE SETTING OK CANCEL

RB MB IR

FIG.7

✕

CHANNEL SETTING DIALOGUE (DANCER1)

ITEMS	MOTION	SET	DATA TYPE	CHANNEL	BEAT OUTPUT	ATTENUATION	SCALE	CUTOFF
	LEFT ELBOW (BEND)	SET	NOTE-ON	CH1	—	6	10000	0
	RIGHT ELBOW (BEND)	SET	NOTE-ON	CH2	—	6	10000	0
	LEFT ARM (FORWARD)	SET	NOTE-ON	CH3	—	6	10000	0
	RIGHT ARM (FORWARD)	SET	NOTE-ON	CH4	—	6	10000	0
	LEFT ARM (SIDE)	SET	NOTE-ON	CH5	—	6	10000	0
	RIGHT ARM (SIDE)	SET	NOTE-ON	CH6	—	6	10000	0
	LEFT LEG (BEND)	SET	NOTE-ON	CH7	—	6	10000	0
	RIGHT LEG (BEND)	SET	NOTE-ON	CH8	—	6	10000	0
	HEAD (UP AND DOWN)	SET	NOTE-ON	CH9	—	6	10000	0
	BODY (LEFT AND RIGHT)	SET	NOTE-ON	CH10	—	6	10000	0
	LEFT HAND (OPEN AND CLOSE)	SET	NOTE-ON	CH11	—	6	10000	0
	RIGHT HAND (OPEN AND CLOSE)	SET	NOTE-ON	CH12	—	6	10000	0
	LEFT WRIST	SET	NOTE-ON	CH13	—	6	10000	0
	RIGHT WRIST	SET	NOTE-ON	CH14	—	6	10000	0
	HEAD (LEFT AND RIGHT)	SET	NOTE-ON	CH15	—	6	10000	0
	HEAD (BEND)	SET	NOTE-ON	CH16	—	6	10000	0

RESET

CLEAR

OK

CANCEL

MT
RB
SB
CB
DT
CH
BO
RT
SC
CO

DA-

SB

RR

5

CR

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8/25

FIG.9

ARM MOTION SETTING DIALOGUE (DANCER1)

BAR UNIT

01

02

03

04

05

06

07

08

SEPARATE MOTION

RIGHT HAND AXIAL SYMMETRY 1

LEFT HAND AXIAL SYMMETRY 1

RIGHT HAND POINT SYMMETRY 1

LEFT HAND POINT SYMMETRY 1

AT

AA

OK

CANCEL

FIG.10

☒

LEG MOTION SETTING DIALOGUE (DANCER1)

	01	02	03	04	05	06	07	08
BAR UNIT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
LINK TO PERFORMANCE DATA	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
RIGHT STEP	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
LEFT STEP	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
RIGHT KICK	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
LEFT KICK	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
RIGHT SHIFT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
LEFT SHIFT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
FORWARD STEP RIGHT FOOT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
FORWARD STEP LEFT FOOT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
FORWARD SHIFT RIGHT FOOT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
FORWARD SHIFT LEFT FOOT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
BACKWARD STEP RIGHT FOOT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
BACKWARD STEP LEFT FOOT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
BACKWARD SHIFT RIGHT FOOT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
BACKWARD SHIFT LEFT FOOT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
BEND	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
STEPPING	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

OK

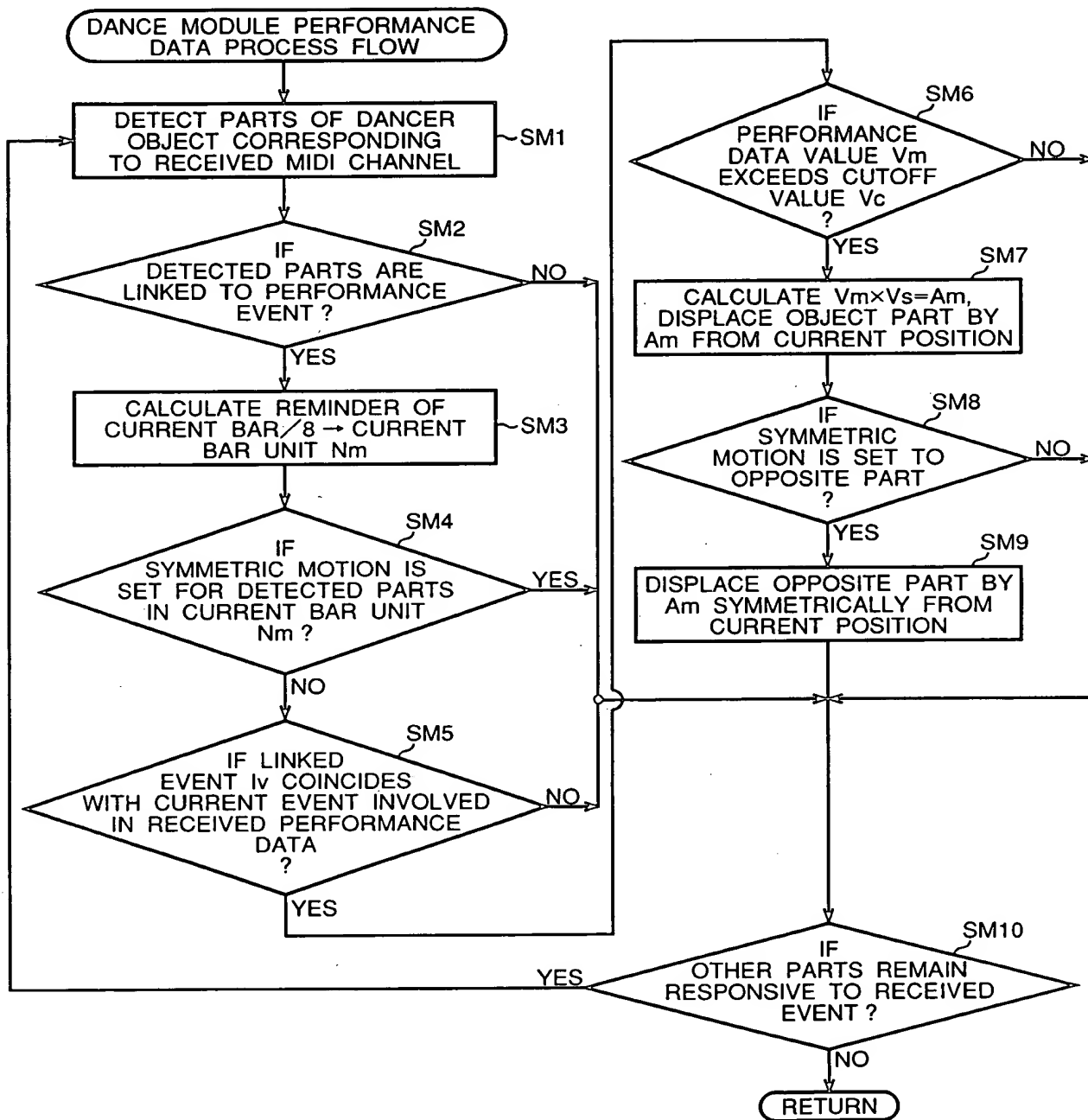
CANCEL

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11/25

FIG.12



12/25

FIG.13C

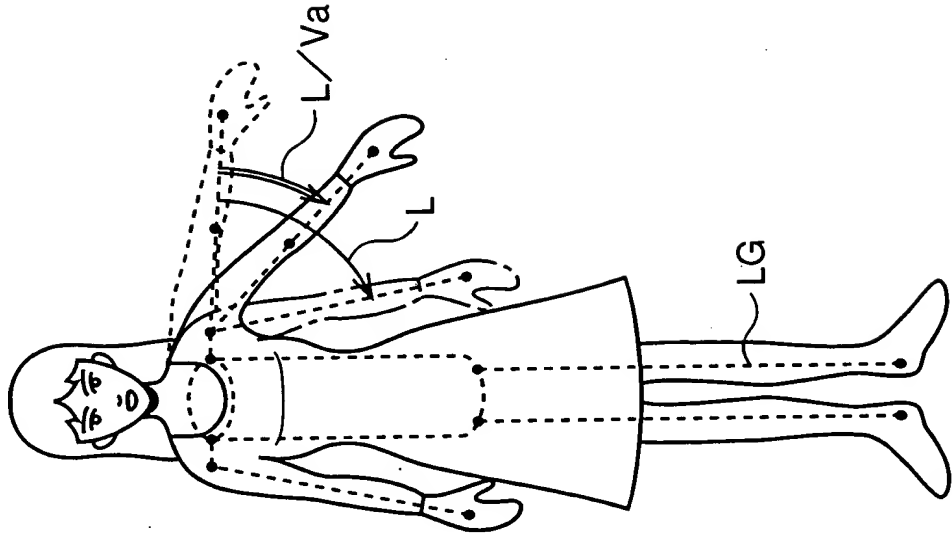


FIG.13B

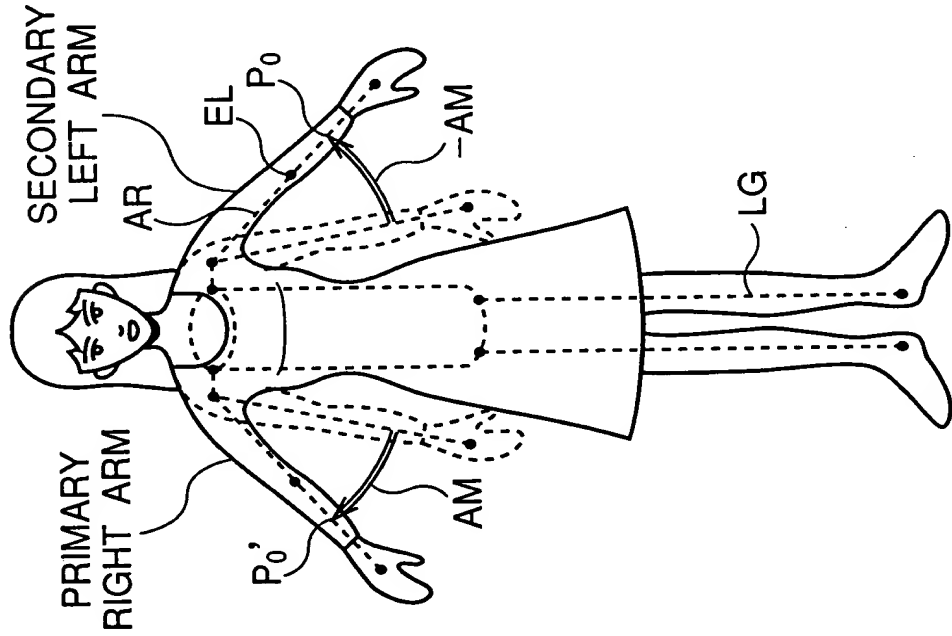
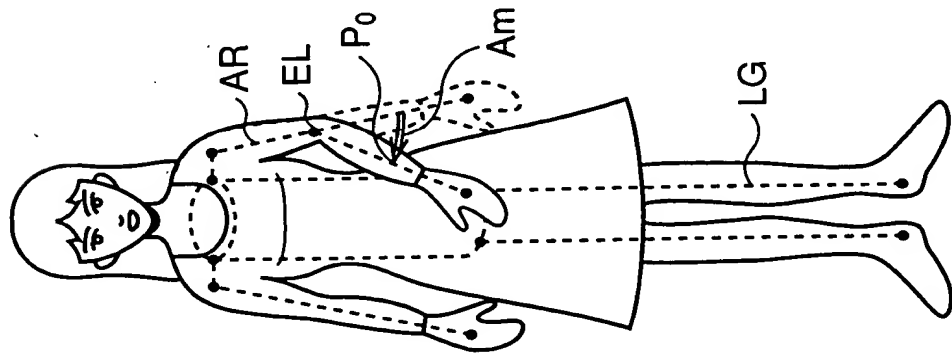


FIG.13A



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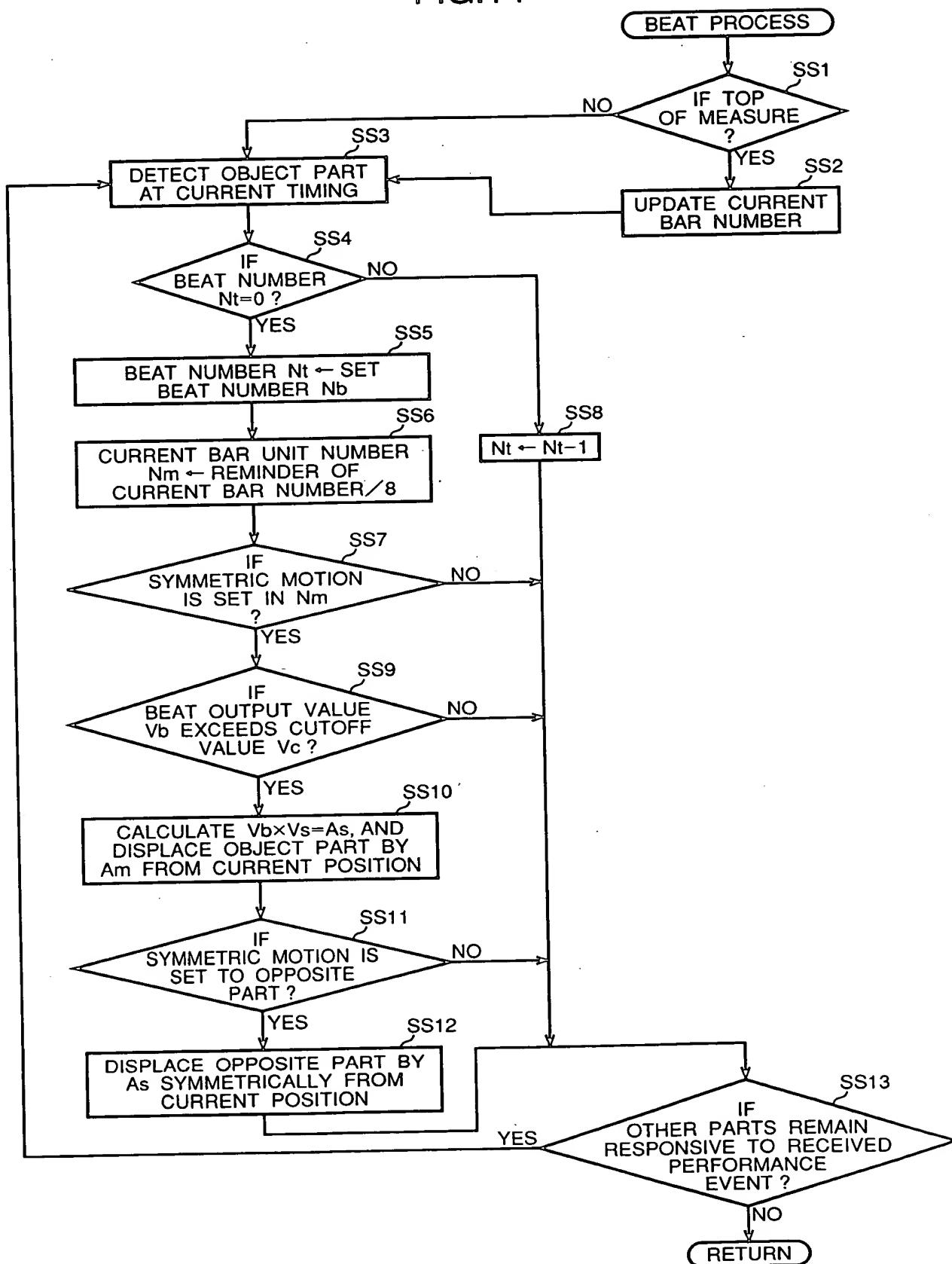


FIG.15

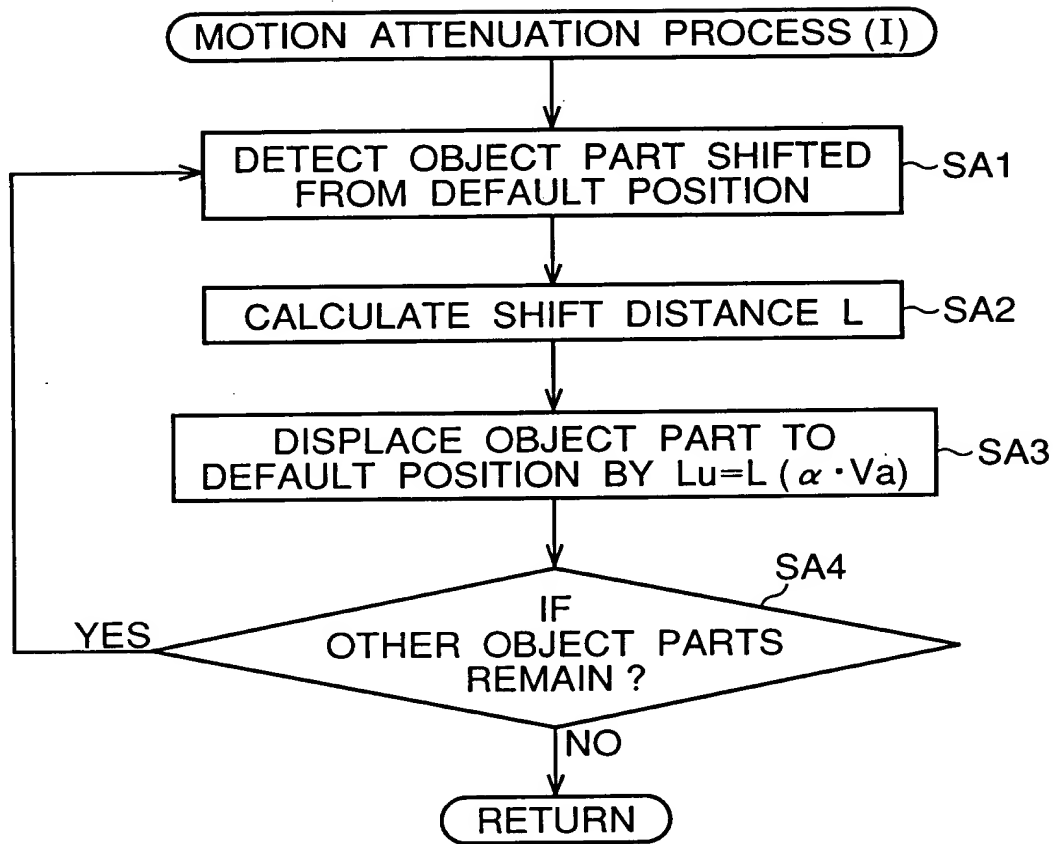


FIG.16

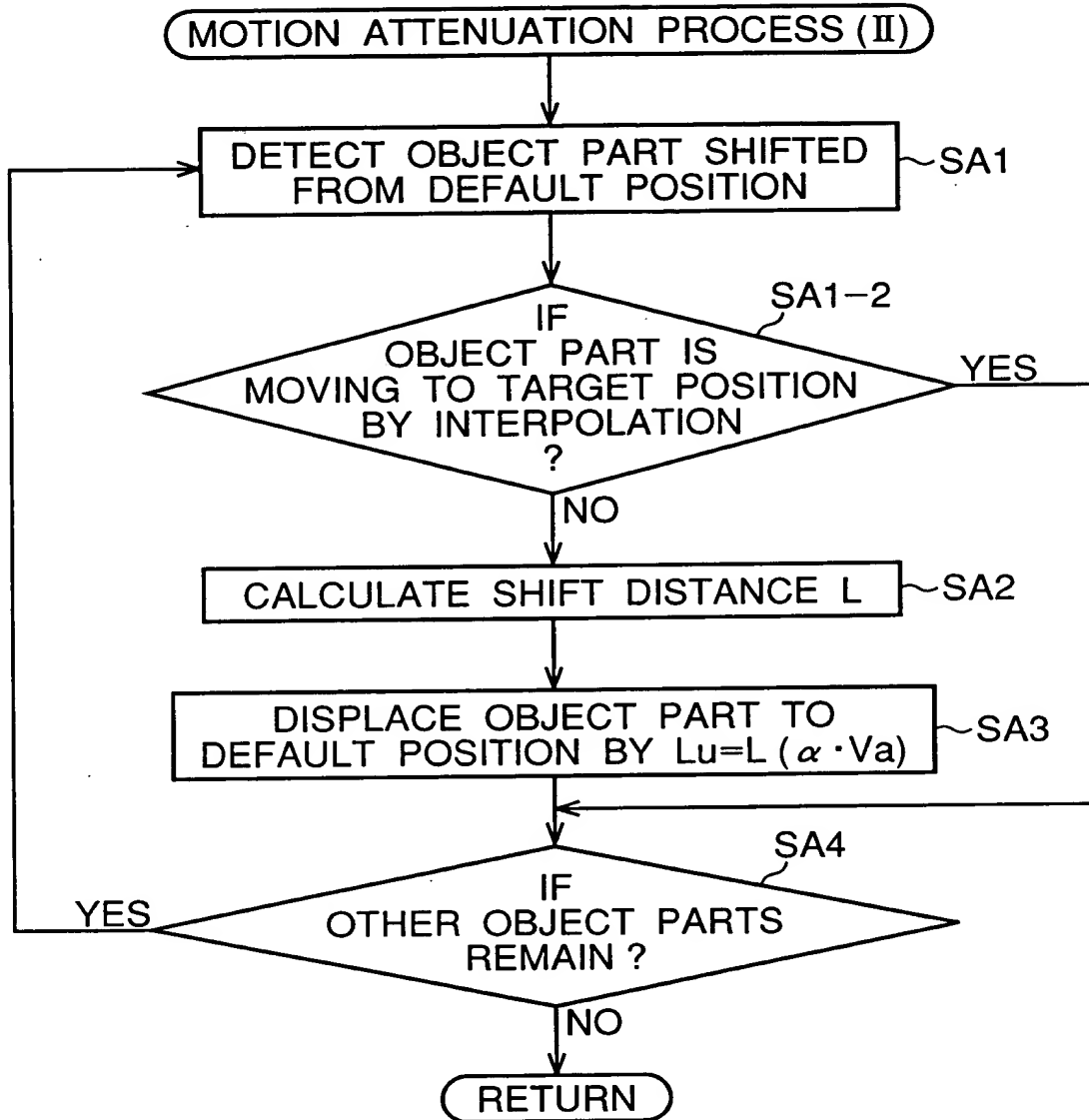


FIG.17

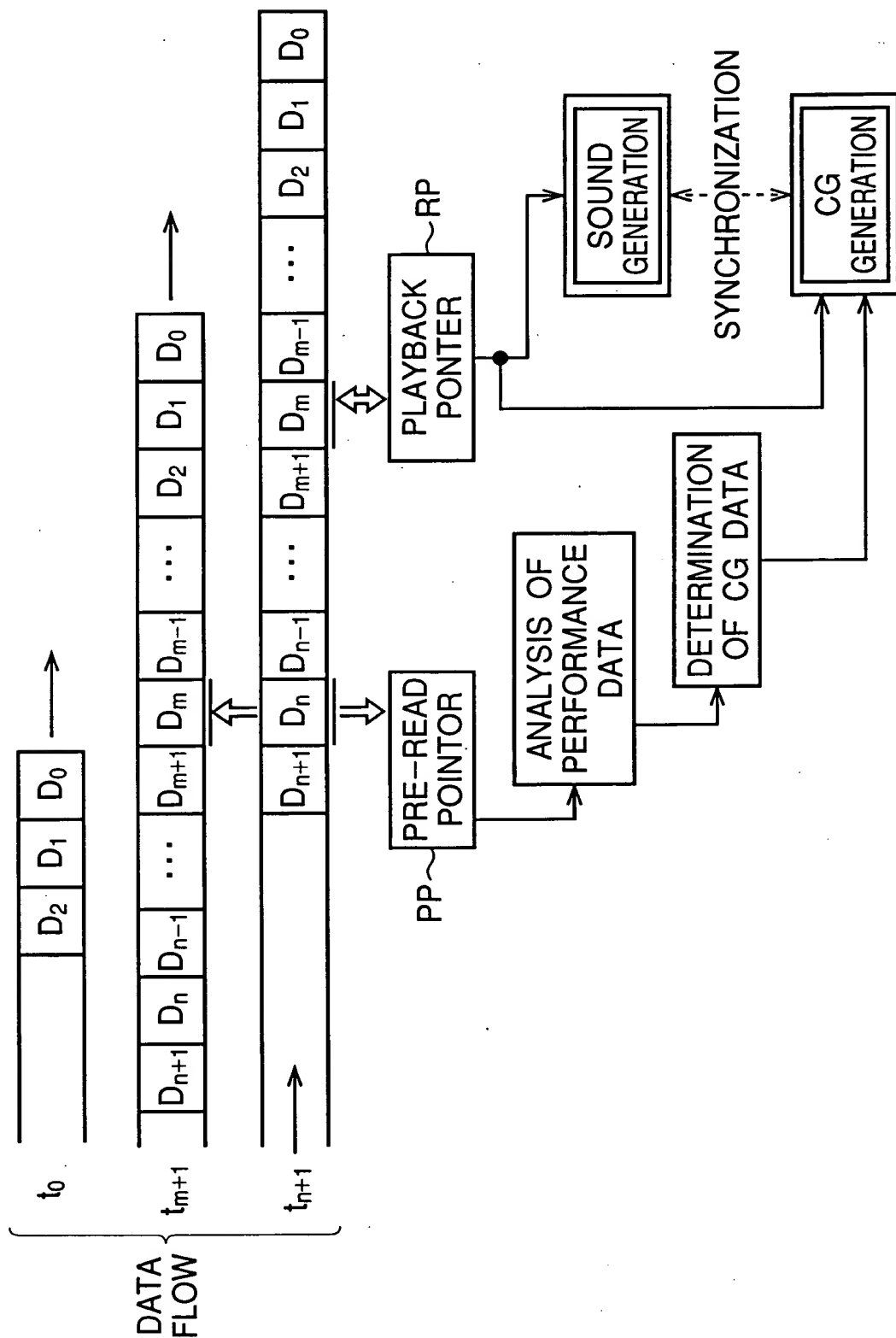


FIG.18B

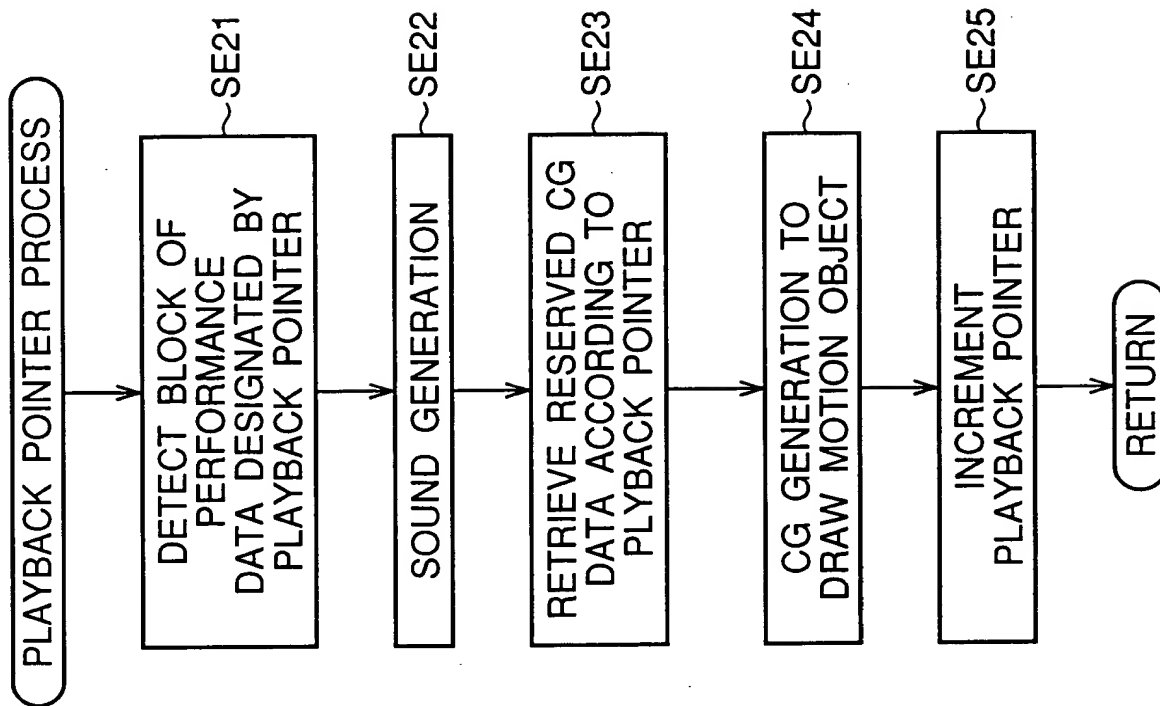
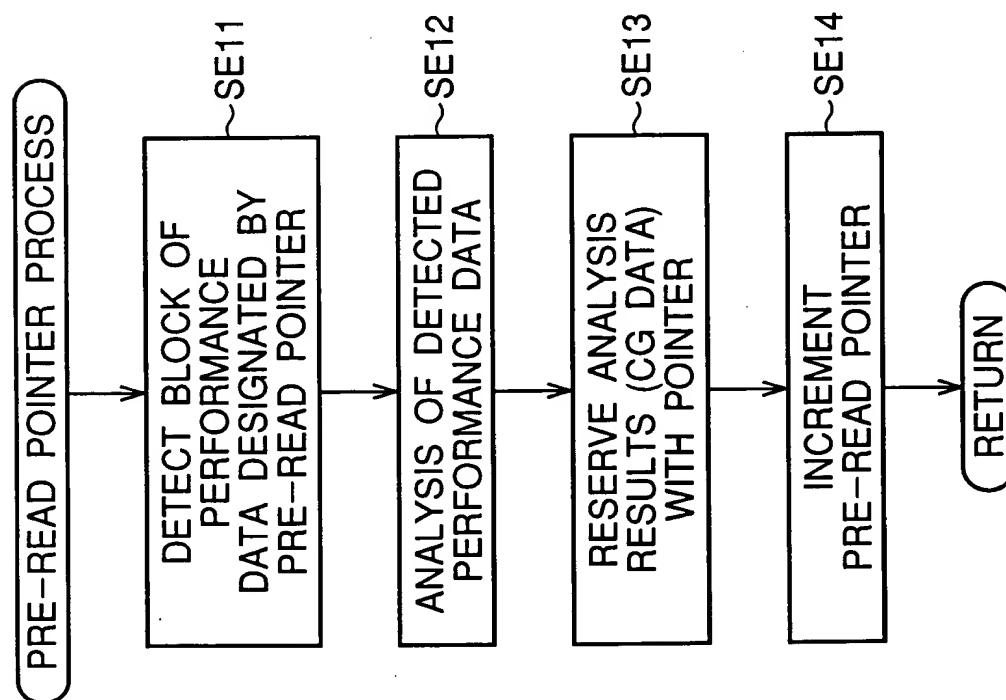


FIG.18A

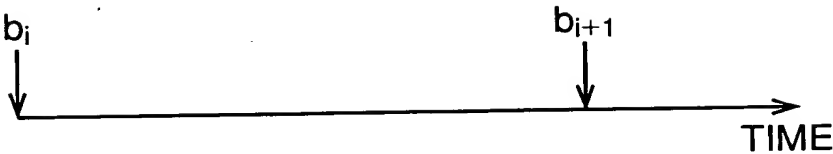


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18/25

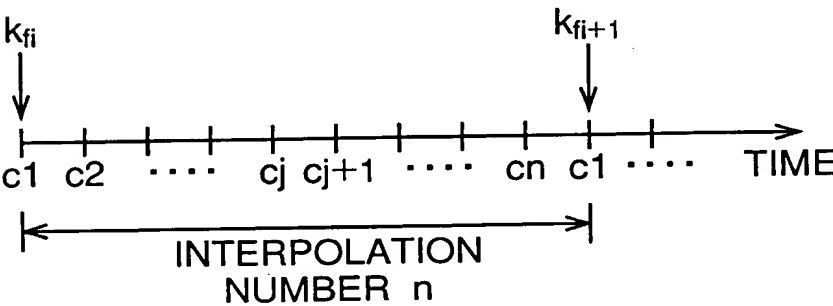
FIG.19

MUSIC
PERFORMANCE
TIMING (BEAT)



OBJECT DRAWING
KEY FRAME (k_{fi})

INTERPOLATION
POINT (c_j)



0040441000

FIG.20

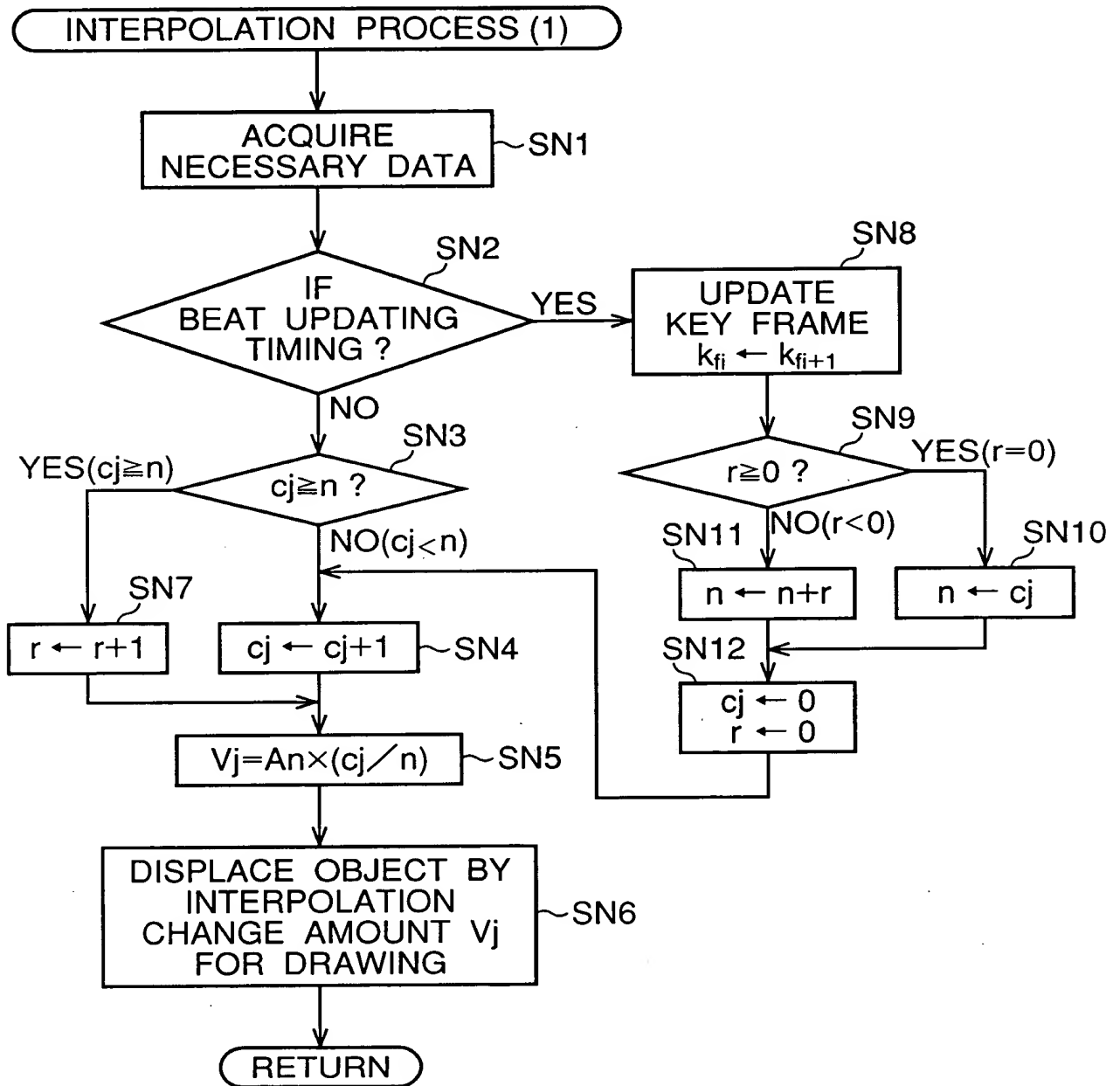


FIG.22

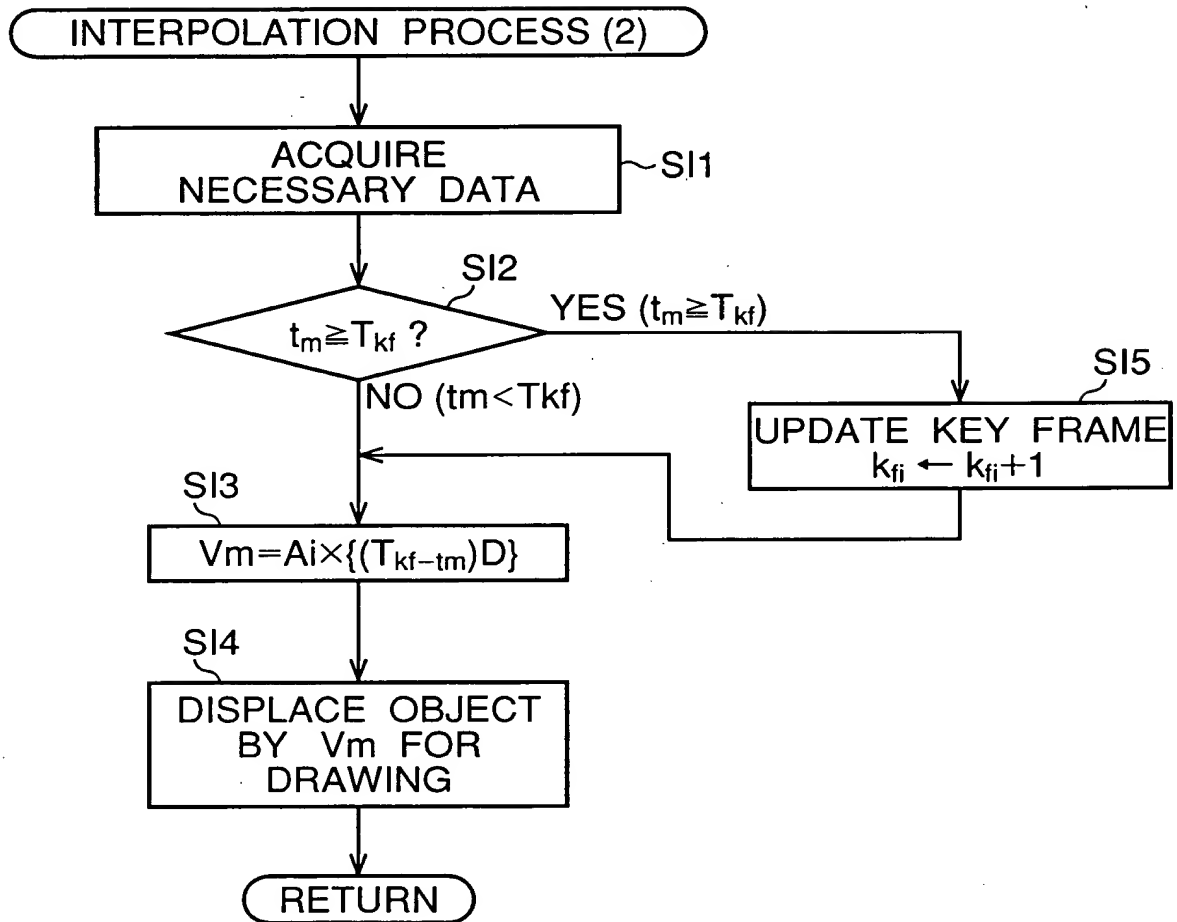
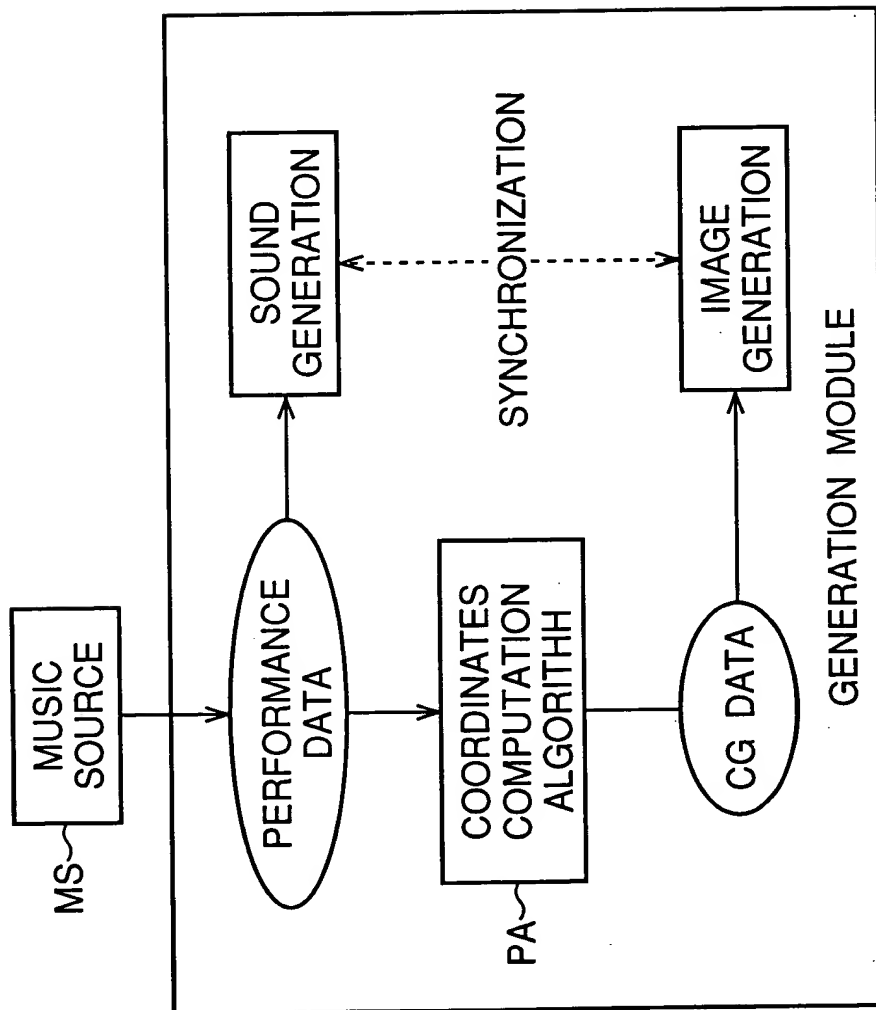


FIG.23



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FIG.24

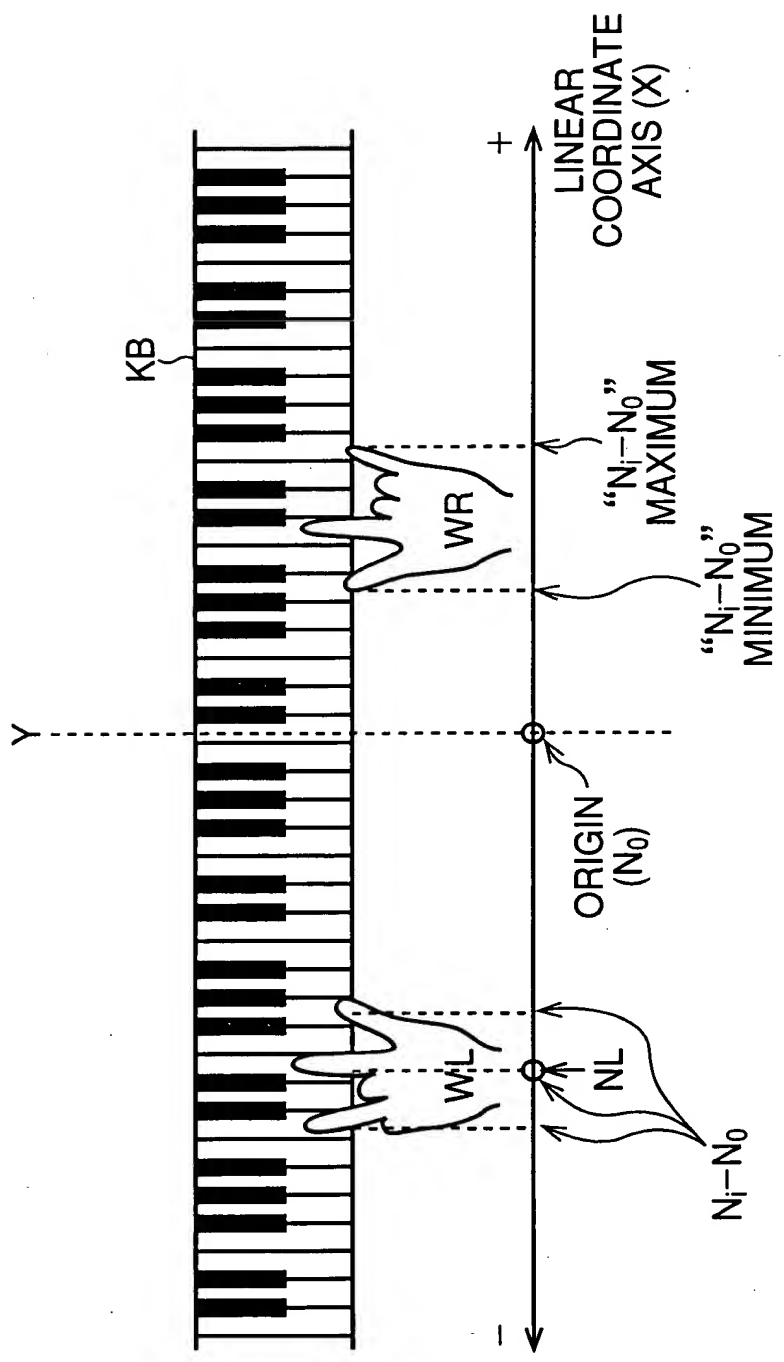


FIG.25

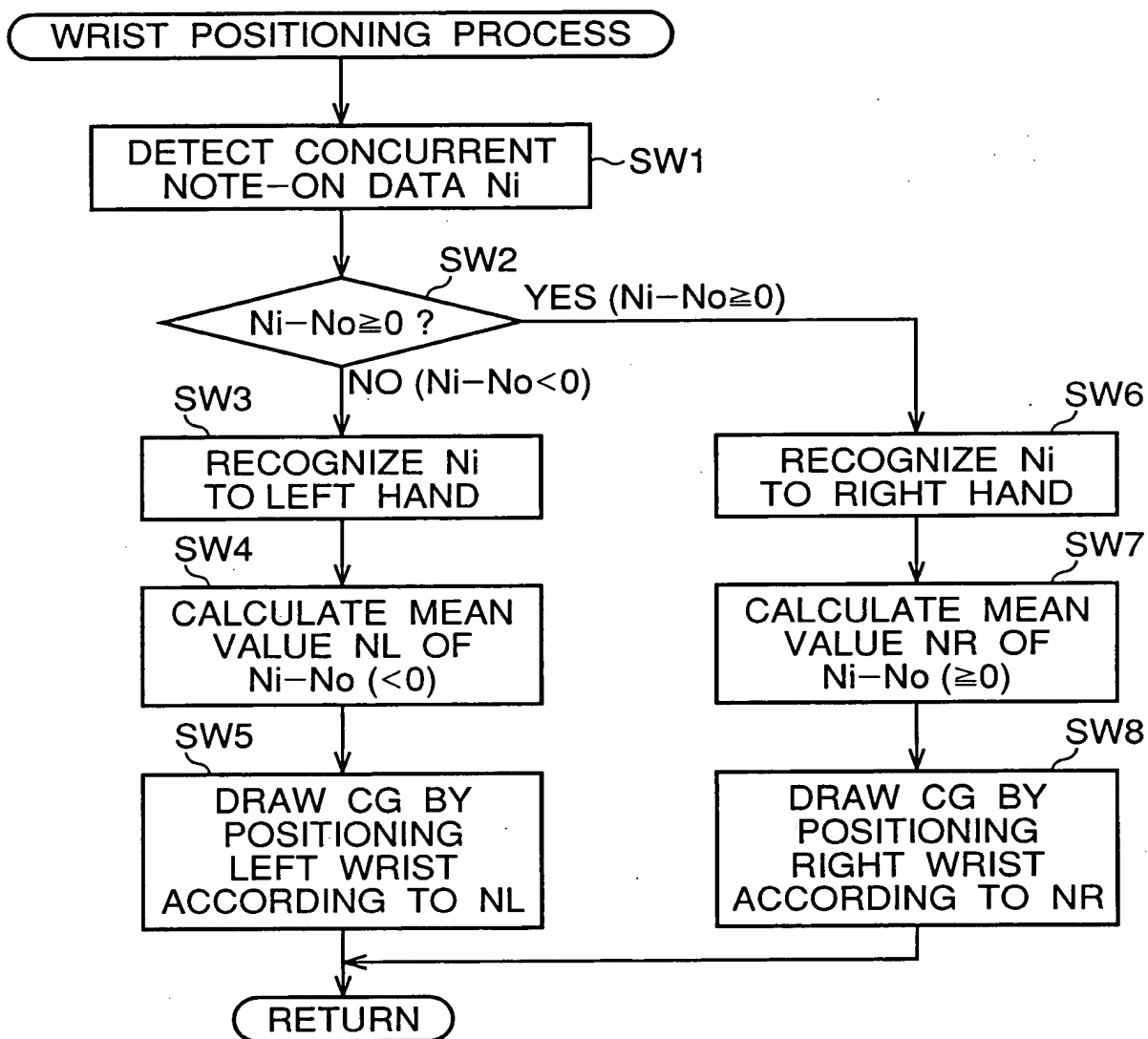


FIG.26

